MCCC NEWS

Mid-Cities Commodore Club, Inc.

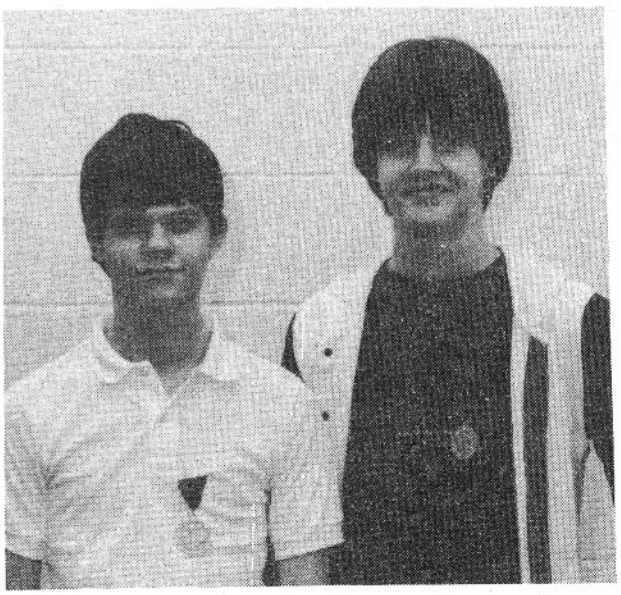
~~December~~ Feb 86 Vol. 4 Issue ~~12~~ 2

MCCC MEMBERS HONORED

Prominent MCCC members, Craig Smith and Aaron Hightower attended the January Quarterly Meeting touting their newly acquired awards for winning the ESC Region XI Computer Competition held earlier in the day. The contest was sponsored by the Texas Computer Education Association and involved 28 two-man teams from various high schools in the Dallas/Ft. Worth area.

The teams were given 3 hours to complete 7 programming problems and were judged on technique as well as time. Craig and Aaron who are best known for writing the terminal and BBS programs now used on our club, finished the problems 45 minutes earlier than the team winning second place. Not only did they excell, they won the competition by a considerable margin.

The winning team will now proceed to the state finals in San Antonio,



February 8, where they will compete against winners in the 25 other districts.

Those of us who know Aaron and Craig are extremely proud of them and we all wish them the very best at the state finals.

PROGRAMMER'S CORNER

by Bob Lawson, Librarian, Night Chapter

Over the years many methods have been used to call attention to individual achievements, ideas, information, and suggestions. In grade school children raise their hands to be recognized; businesses use marques and slogans to attract customers; publishing companies underline, capitalize, indent, or italicize phrazes to emphasize information; and the movie industry uses sound very effectively to emphasize and channel emotions. This is just a partial listing of thousands of techniques which are available. If you are programming, you will find that being able to channel the users' attention to specific information in your program is both useful and effective.

Probably the two most effective means of calling attention to your program is by using sound or flashers. Programming sound can be very difficult to achieve for the beginning programmer. So, for the sake of brevity and in order to progress to higher levels of programming on a gradual basis, I have elected to talk about flashers. Keep in mind that these

Cont'd on page

techniques are not the only one's available to us but time and space makes an in-depth discussion prohibitive.

There are three primary areas which are very conducive to flashing: border, background, and printed data. Let's begin our first flasher and discuss what's happening inside your computer:

```
100 REM *** YOUR PROG GOES HERE ***
997 PRINTCHR$(147)CHR$(13)CHR$(5)
    "THESE ARE YOUR INSTRUCTIONS"
998 PRINT"PRESS RETURN TO CONTINUE"
999 GOSUB2000
1000 REM ** YOUR PROG CONTINUES **
1999 STOP
2000 FORR=2TO1STEP-1
2005 POKE53280,R
2015 NEXT
2020 GETA$:IFA$=K$THENRETURN
2025 GOTO2000
```

In line 999 the GOSUB command simply tells the computer to stop executing the program in sequential order, jump to another location, and continue executing from the new location. Line 2000 starts a loop decrementing the variable R by the STEP number each time it passes through the loop. Line 2005 pokes the border color memory location with the data in variable R, again, updating the location with the new value each time through the loop. Line 2015 updates the variable R and causes the POKE statement to execute. This process continues until R is decremented to its' minimum value. The program then jumps out of the loop and moves to line 2020. Here, we find a logic matrix for the computer to act on. If the statement is true the computer jumps back to the next statement following your GOSUB command. If the statement is false it drops through to line 2025 where it finds instructions to start the loop sequence again.

If you have typed and run the above routine you'll find that the border flashes quite effectively. But, it could definitely be improved. First of all, it's obvious that everything you've read about how slow the POKE statement is is not quite true. Let's slow things down a bit and see how it looks.

```
2010 FORT=.1TO1STEP.005:NEXTT
```

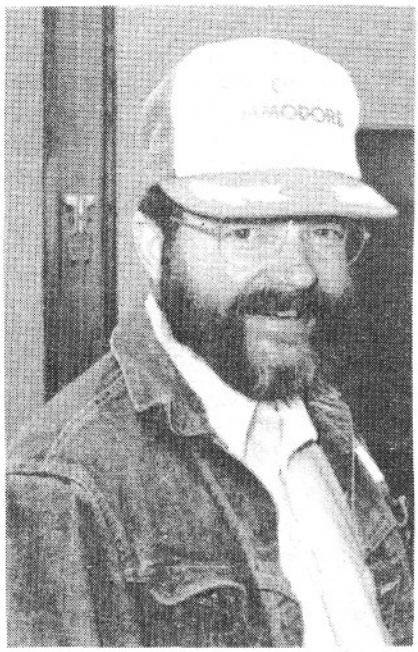
All we've done here is insert another loop: in this case, a delay loop. Incidentally, a loop which is inserted within another loop is called a nested loop. So, if you have seen this term used and wondered what it was, you have just created one. You'll now find a totally different but dramatic affect. If you are curious about what the background would look like using this technique, substitute 53281 for 53280 in line 2005.

Changing colors of a print statement to create a flashing effect is not nearly as dramatic as what you've seen above. Consequently, I find it better to alternate the printed statement between normal print and reverse print. This procedure is a little more complimented. Let's change the routine from 2000 down:

```
2000 M$=" RETURN ":R=2:C=6:D=100:
     K$=CHR$ (13)
2005 POKE783,0:POKE781,R:POKE782,C
2010 SYS65520:PRINTCHR$(18)M$
2015 FORZ=1TOD:NEXT
2020 POKE783,0:POKE781,R:POKE782,C
2025 SYS65520:PRINTM$
2030 GETA$:IFA$=K$THENRETURN
2035 FORZ=1TOD:NEXT
2040 GOTO2005
```

Rather than tell you what's happening in this routine, I'll give you some hints only and leave you with the task of modifying the routine to suit yourself. The variable R equals row location; variable C equals column location; and variable D equals time delay. Poke locations 781, 782, and 783 are storage locations not used unless a Datasette is your primary storage device. I am assuming your system includes a disk drive. At any rate, I have stored the data in these memory locations and the SYS65520 addresses these storage locations and executes accordingly.

Sorry, that's all the hints I'm giving you. Remember, programming is a learning experience. The more you experiment on your own, the more proficient you'll become. Someone once told me that if I could get a program to do what I wanted it to do, then the



Bruce Nelson
1985 Treasurer

1985 FINANCIAL STATEMENT

Month	Old Balance	Checks	Deposits	New Balance
January	$ 941	$ 1087	$ 6654	$ 6508
February	6508	2307	2846	7047
March	7047	2908	2142	6280
April	6280	1705	2300	6875
May	6875	4201	2543	5217
June	5217	2127	2645	5736
July	5736	2196	1879	5418
August	5418	2098	1200	4520
September	4520	1789	1400	4131
October	4131	1511	1722	4342
November	4342	1559	600	3383
December	3383	2669	1398	2112
Disks			340	
				2452

program was right. If it uses more memory than you are satisfied with, then work on reducing your source code. If it operates slower than you wish, then find another way to make it run faster. Finally, if Basic is not powerful enough for you, then learn machine language. Well, I can honestly say that my total knowledge of machine language plus 10 cents wouldn't buy me a cup of coffee.

I guess what I'm trying to say is that there has never been anything cast in stone stating you can't try something else. The whole secret to programming successfully, regardless of your language of choice, is experimentation. Hope you enjoyed this month's installment. Next month is pot luck. So put those thinking caps on, experiment with your programs, and support our public domain library.

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COMPUTING AS I SEE IT

By Jeffrey Bishop

Reprinted from the Catalina Commodore Computer Club, Tucson, AZ

The young man sits patiently in front of his new Commodore 128 awaiting the arrival of the synthetic voice to speak the contents of his invisible screen. Finally the voice echoes throughout the room saying, "syntax error." A sigh of anxiety emits from his mouth.

As you can see, the frustrations of programming, even for me are just as nerve racking. Hello there, my name is Jeff, and I am here to tell you about some of my adventures as a lover of computers, and as an avid Commodore user. Let me start by giving you a bit of information about myself. I was first introduced to the fascinating world of computers back in 1982. A good friend sat down with me and helped me start programming a Texas Instrument 99/4a. I was amazed at the power of the machine, but at that time my knowlege of basic was very limited and I had a hard time even printing material to the screen. Well, ever

since that time I had the urge to buy a computer. I did not get the chance to do so until the latter part of 1983. After returning home from working at Camp Victorio, a boy scout camp located up in the mountains, I had really started to look around for what would suit my needs the best. Sure enough, it came right down to the Commodore 64 computer. Well, with money I had saved for the past year and a half, I went down to Target and snatched one of those babies up.

Well, then the learning began. The first thing that had to be done was to find a way for me to communicate with the computer. So the search began for a voice synthesizer that would not only give me key by key output, but also give me a constant voice update of new data occurring on the screen. So after doing some research, it came down to the Com Talker 64, and that is what I have been using ever since.

Now that I have given you some basic material reguarding my background, let me now start explaining a few things to you that may make you think about how you feel toward this great hobby. Hopefully this series of articles will create a greater challenge for you, the user, and make you want to work more with your machine in a friendly manner. Let us first discuss how I do all of my programming. Since this will take some time, this is all that will be covered this issue, but stayed tune for more.

As stated earlier, I needed some way of communicating with my machine, since a screen was useless to me. This was accomplished with the aid of a voice synthesizer, a device that gives the user a synthetic voice output. Most people use this for games, business aplications, etc. So after installing the program in my system, and when I felt familiar enough with it, I then began programming. First the basics, print, input, read data, etc. It was great, for the first time I was actually able to communicate with my computer. But after becoming a much more advanced programmer, I had found flaws within the software that had been made for the synthesizer. I had no way of telling where all of the punctuation was within my programs. Commas, periods, semicolons, colons, and other symbols were not spoken, which made it hard for me to decipher programs made by other computer hackers like myself. (So that the misinterpretation of the word hacker is not created, a hacker to me is a term meaning a very big hobbist in the area of home computer applications, not a bank robber as the media has posted on us.)

Since realizing that the punctuation of my programs was not being spoken, I have made a tremendous effort to somehow solve this problem once and for all. With this exception, I can type "list" and the entire program will be spoken.

Now that an understanding of how my output system works, let me explain how I first create my programs, and then how I attempt to type them in. When first creating a program, I first sit down and write out a algerithem, since flowcharts are fot actually helpful in my case, I resort to actual English outlines for my work. I then proceed to write down a rough draft of my code, which will then be typed in to the computer for testing purposes. So on comes the computer, and up comes the software for the voice synthesizer. I proceed to type in my code, I think hearing each key as it is depressed is very annoying, so I turn that function off. After typing in the program, I then debug it. This can be more of a hastle then it seems. By not knowing the punctuation used, it makes my debugging process tedious and sometimes impossible. But after spending hours and hours creating a program, I feel quite proud of my work.

This is just a brief run down on how I first got started and how I indeed do all of my actual programming. Let me leave you with this thought. Look at the picture presented just before this article. See how the computer is shown with out a monitor attached, seems strange and different, but is it really. After

reading this first article, put down the newsletter, walk quietly over to your computer, sit down in the very comfortable chair that you got for Christmas last year, and flip the switch to the computer on. Leave the monitor off! Now type. See anything? I sure do!!

[CCCC Ed. Note: Jeff is new to the ranks of authors for the newsletter and we welcome him.

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More On GENIE: This is the second of a two-part review on GENIE, the General Electric Network for Information Exchange, a new on-line service.

Electronic mail, a flexible and valuable GENIE feature lets you zap mail to other subscribers, with "carbon copies" sent to additional users. Unless you specify otherwise, your e-mail address will be your first initial and sur name (e. g., PMotise). Upon log-on your "mail box" is scanned and if mail awaits, then a table summarizing your correspondence is displayed, including dates, subjects and senders. Once read, letters are deleted after 5 days. GENIE offers extensive text editing for on-line work, but I suggest you save time and prepare letters off-line, instead. Take advantage of the ASCII text upload options-- you can type header info on-line and send the body of the prepared message, or by following their format, upload the entire letter at once.

The heart of GENIE is its "RoundTable: User Groups & Clubs" section. Separate RoundTables exist for different computers, but all share a common structure. Headed by a club leader who serves as a focal point and guru-at-large, each RoundTable has its own club notices, real time conferencing, a bulletin board and a collection of downloadable software libraries. Club notices, posted by the leader, generally announce meetings, new software and added features. Every RoundTable has three real time conference rooms (more about which in a moment); you are alerted to conferences under way when you first access the RoundTable.

A RoundTable bulletin board is divided by subjects, called categories. The Flagship Commodore RoundTable lists categories titled News & Rumors, Software Reviews, Programming 64, C-128, Amiga, Graphics, Telecommunications, and Write Only Memory (a free- for-all area of oratory, jokes and fun). You access a category by first "setting" it via a menu option. Categories are further partitioned by topics, each holding callers' messages. You can browse new items, write, read, and reply to, messages, as well as initiate new topics.

Software offerings, like bulletin board topics, are grouped by subject. Here, subdivisions are libraries, which must also be "set". Once "in" a library, you may obtain its general description, display a file directory (including transfer protocol, size, and donor), browse an abbreviated file listing, and, of course, upload / download material. A feature worthy of special mention is the option to search a directory by key word or phrase, thus simplifying your hunt, say, for telecommunication programs containing the XMODEM protocol-- nice touch. Uploaded programs are quarantined until the club leader makes sure they're not pirated or otherwise unfit. Hopefully, this means at least some attempt is made to weed out "bombs" that erase your disk or play mischief with your sanity.

Using RoundTable bulletin boards and software libraries can be a tad confusing at first, especially due to their similarity. Remember that they are actually separate entities, even though, for example, a category and library may share the same name (as they do for "telecommunications"). Keep in mind, too, that to reach a category or library, you must first do a "set" maneuver-- think of it as getting a "set" of keys to different rooms. You can "set" options manually, from menus, or have GENIE "save" them as defaults for your next GENIE link-up.

GENIE's LiveWire CB Simulator is typical of those offered by other networks. Available are 40 channels, along with a bantering (bulletin) board, "Adorable's Gossip Column", and a "CB Mystery". Interesting CB attributes include the ability to monitor up to 4 channels at once, private mode, squelching, and conversing in scrambled text decipherable only to those who enter your

secret 4 character code. CB handles, up to 24 characters long, may be changed on- line or drawn from your default settings. Your banter is automatically headed by your handle, and a brief notice is displayed when you monitor/de-monitor, enter, or exit a channel. Status and user commands display who's on what line, where they are from, and if callers are in normal, private or scrambled modes. I found the CB gang to be witty, outrageous, and fun.

Real time conferencing is like the CB simulator, only more "serious"; e-mail addresses replace handles and formally named "rooms" substitute for channels. Each of the 40 conference rooms can hold up to 1000 callers. Commands parallel those of CB-- you may, for example, monitor up to 4 rooms. However, added commands enhance flexibility. For instance, you may "knock" at a conference room door to gain admission. More importantly, a conference leader (any subscriber, by pre- arrangement) is endowed with an amazing array of powerful commands and options. For example, leaders may post entry notices, lock/unlock doors, hang "don't disturb" signs, obtain electronic transcripts of proceedings from GENIE's "stenographer", and even expel rowdy attendees. Considering the privacy options, including scrambled code, you have a terrific opportunity to hold low-cost national teleconferences; imagine a live Commodore user group forum with participants from around the country.

To more experienced callers, GENIE grants a range of short cuts to speed system use. Experts can invoke a command mode to dispense with menus entirely. We lesser mortals may keep menus but skip around them by page title or number. Furthermore, a move instruction lets you append a page number with a menu item number, thus spiriting you directly to your destination. To top it all off, you can tag such a "macro" to your log-on string, to zip from log-on to your favorite location.

GENIE does have drawbacks and limitations compared to its rivals. Absent are hard copy newsletters or periodicals, third party extras such as the Official Airline Guide,and an on-line encyclopedia. No place on the system is free of connect time charges, not even the area for billing information. Most bothersome, though, and I hope infrequent, are periodic system slowdowns - text is displayed in short spurts; if you encounter this flaw, I suggest you log off and defer your session until another time.

All in all, GENIE is a good buy but lacking some goodies touted by other networks, the service smoothly provides excellent features in a well organized, easy to use, environment. New items are being added; documentation and customer support are superb. I highly recommend GENIE.

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REVIEWS REVIEWS REVIEWS

MCCC NEWS REVIEWS THE LATEST SOFTWARE
COURTESY OF BABBAGE'S AND FEDERATED/VIDEOLAND

ALTERNATE REALITY THE CITY

Datasoft
By Barbara Cramer

"Kidnapped by an alien spaceship, you find yourself in a room with only one exit. Through this opalescent doorway is The City of Xebec's Demise. Overhead is a panel displaying constantly-changing numbers. At the moment you pass through, the numbers freeze. Whatever levels of Stamina, Charm, Strength, Intelligence, Wisdom, Skill and Wealth you begin your adventure with are determined at this point."

Here the adventure begins. Not only will your character's abilities be tested, you will be asked to search for hidden doors, encounter, befriend or fight life forms, purchase weapons and clothing, etc. This is standard fare for graphic adventure games of this type, Temple of Apshai, et al. Alternate Reality is unique in that you have the additional options of securing food drink and rest from local taverns and inns, joining various guilds for help and guidance, and investing your profits at the neighborhood bank. The city includes 7 inns, 14 taverns, 3 banks, 15 shops, 4 smithies, 2 healers and 14 guilds.

I was very impressed with the complexity and realistic qualities of this game. Menus at the taverns change hourly. Prices and quality of goods vary from shop to shop. The people of the city follow a sociological order of realistic proportions. Banks are available to open various types of accounts as well as appraising goods and offering a wide variety of investment opportunities. You will become hungry or thirsty, and as you watch the sunset, you must be aware of the dangers of the night and prepare for the night's lodgings.

Character options have also been expanded. There are 5 types of encounters influenced by which person was seen first and two menus of action which include sneak attack, lunge, attack, parry, trick, charm, ready or use an item, leave, etc. The effectiveness of each depends greatly on the abilities and personality traits of the character which are saved at the outset of game play for future use. Likewise, the potions, poisons and diseases are acquired in a variety of ways and can be dealt with in more than one manner.

Alternate Reality implies that it is set in the future yet the mood is not entirely convincing. Wizards, gladiators, dwarfs, magic spells and curses give a definate Medieval flavor. While this did not bother me, it is somewhat misleading from the package description.

The documentation includes a partial map of the city on graph paper which is extremely useful. The description of places, people and actions is essential while still leaving many surprises to entertain and amuse you.

The graphics in this game are exceptional. The two title screens give you the impression that you are watching a movie rather than your computer. During game play, the graphic window shows you one directional vision in a scrolling manner usually associated with text-centered adventure games. Be ready to read the lyrics of occassional songs sung by shop keepers and tavern owners which may give clues to your adventure.

The City game does not allow you to interact with Weapons Trainers and some other institutions. You will also discover entrances that require you to use a disk you don't have. Alternate Reality- The City is designed to be expanded. Future additions include The Wilderness, The Arena, The Dungeon and The Palace.

Naturally, the complexity and variety offered in this game is likely to offer a few inconviences. Disk swapping occurs often and tends to become irritating in the middle of your explorations. To improve your wealth and physical qualities, you will have to spend many hours referringing the manual and mastering the options, an activity much like learning how to walk again.

While I am not an avid fan of this type of game, Alternate Reality is an excellent choice of entertainment. The variety of choices in almost every area of play will keep the game fresh and new while the promise of sequels will expand the Xebec world.

SHERLOCK HOLMES
In "Another Bow"
Bantam Software

A new genre of adventure games appeared last year giving us a more literary piece of fiction to read while we solved the puzzles of game play. Sherlock Holmes in "Another Bow" is an excellent example of this new style of adventuring. It is presented as 'living literature' and the first 3 chapters are included in the traditional printed form of the documentation. The disk adventure begins on the second day of travel aboard the S. S. Destiny, an ocean liner carrying such notable personalities as Lord and Lady Astor, Henry Ford, Mr. and Mrs. Houdini, Picasso, Gertrude Stein, Col. T. E. Lawrence, Thomas Edison, Alexander G. Bell and others.

The documentation is excellent including an annotated passenger list, dining times and seat assignments, wireless telegram rates and a complete map of the ship. The graphics are confined to one third of the screen and load quickly throughout the game. One of the pleasant features of Sherlock Holmes is the use of a parser that understands much more than "Go west" or "Get umbrella". Responses and dialog is witty, Holmesian and creative.

While I did not even solve one of the six related cases, I thoroughly enjoyed romping about the ship, meeting passengers and crew in a very realistic manner. I would highly recommend this program especially for Sherlock Holmes fans or adventure gamers of any level experience.

THE GOONIES
Datasoft

Interesting, Spelunker style mazes "provide the challenge in eight exciting screens inspired by scenes from the Steven Spielberg movie". This is one time I whole heartedly agree with the package description. The Goonies is very good whether you saw the movie or not.

The Goonies is an excellent example of the run-duck- climb- jump games which require some thoughtful problem solving as well as flawless timing and fair eye/hand coordination. There's a slight twist in Goonies; You have 2 'men' instead of just one to get through the maze-like screen. A touch of the joystick button will transfer control from one character to the other. This feature allows the puzzles to be more intricate and interesting since the 2 characters will have to work to-gether to reach the goal. The game play becomes much more interesting and more difficult as well. Even though I haven't yet made it through the second screen, I am enjoying the struggle immensely.

CHAPTER NEWS

FT. WORTH

The first meeting of the Fort Worth Chapter was held on Jan 11, 1986. The meeting was brought to order at 1:30 by President Dave Huebner. Thanks and appreciation were given to the 1985 officers, and a big welcome to the new 1986 officers.

Discussion was held on the allotment of money by the MCCC and full approval was voted to purchase a second 1541 drive for the Librarians' use.

A discussion of the different personal computer magazines on the market for the Commodore was started by the members. The January Special Edition of Run was discussed. This edition has a Programmer's Reference Chart foldout, for easy access to commands for the C-64 and C-128.

Special thanks were extended to Bruce Umbreit for his presentation of the Multiplan Spreedsheet program. Also thanks were extended to Joe Orr for his presentation on CPM software.

The next Chapter meeting will be on Feb 8th at 1:30 PM at General Dynamics Recreation Area. If preparing your taxes gives you a headache, let your computer do it. Okley Moss and John Malmstrom will present a program for tax preparation for the C64 and 128. DON'T MISS IT.

Meeting adjourned about 3:30 for software swap and chit chat.
-Jill & Gary Campbell

ARLINGTON NEWS

The next meeting of the Arlington Chapter will be February 8 at 10 AM atthe Downtown Arlington Library. Tim Corley of P.C. Expansion Inc. will provide a demonstration of the Commodore Amiga. This meeting will also mark the beginning of a series of mini classes on BASIC and Assembly Language. They will be taught by Harold Williams and Jack Dunn.
-Jonathan Riba

FT. WORTH NIGHT

The Fort Worth Night Chapter will hold its next meeting at the usual time and place, the St. Elizabeth's Episcopal Church, 5910 Black Oak Lane in River Oaks at 7 PM. The same program that had been scheduled for January, but postponed because of the Quarterly meeting, will be presented. It will include a demonstration of new Commodore software for the 64, 128 and Amiga, by a representative of Babbages. There will also be a basic discussion of cartridge based programs and EPROMs for those who have interest in these subjects.-Clayton Sutton
PS: There will be a surprise for some of those in attendance.

HEB CHAPTER

The HEB Chapter meeting on Feb.15 at the Hurst Recreation Center will feature a demonstration of the BBS by Okley Moss. There will also be a presentation of the latest Commodore software by a Babbage representative. At our March 15 meeting we look forward to a demonstration of Vizastar, a spreadsheet, by Laura Clements. Federated will also provide part of the program.-Nancy Sparks

GRAND PRAIRIE

The new officers of the Grand Prairie Chapter are excited about getting the new year off to a good start. Our goal is to help the members with their software problems and provide reviews of new programs that will extend the use of their computers. The meeting time on Feb. 18 at the Grand Prairie Public Library will be at 6:30 PM instead of the usual 6 PM. Come and be with us as your time permits.-Frank Corlett

AMIGA

Jack R. Smith has been working hard to get an AMIGA Chapter started. He has found a meeting place for a February 4th meeting. It will be held at the Arlington Woodlands Recreation Center, 3200 Lynnwood Drive in West Arlington. He has invited those interested to come to this first meeting where dues, election of officers, and ratification be on the agenda. A 'Disk of the Month' will be available and several new programs will be demonstrated. Jack asks that you let him know if you plan to attend, and to be sure that you tell others of the meeting.

The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software is encouraged by this club.

The MCCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are $20. 00 and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

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The MCCC NEWS accepts advertising from both members and from commercial establishments. Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows: $60. 00 per full page ad, $30.00 per half page ad, $20. 00 per quarter page ad and $10.00 per business card. Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS is the third Saturday of each month. PAYMENT MUST ACCOMPANY CAMERA- READY AD COPY. Make all checks payable to Mid-Cities Commodore Club and mail to MCCC NEWS, P.O. Box 1578, Bedford, Texas 76021.

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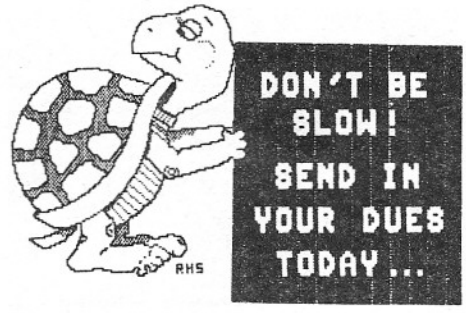

February 1986

MEETINGS

Feb. 1 MCCC BOARD MEETING 10 AM
Western Hills Inn

Feb. 4 AMIGA CHAPTER 7 PM
Arlington Woodlands Rec/Ctr.

Feb. 8 GRAND PRAIRIE CHAPTER 1:30 PM
G. P. Public Library

ARLINGTON CHAPTER 10:00 AM
Downtown Arlington Library

FT. WORTH CHAPTER 1:30 PM
GDRA, Room 2

Feb. 11 GRAND PRAIRIE CHAPTER 6:30 PM
G. P. Public Library

Feb. 15 HEB CHAPTER 1:30 PM
Hurst Recreation Center

Feb 15 is the NL Deadline for the March Issue.

Feb. 17 FT. WORTH NIGHT CHAPTER 7 PM
St. Elizabeth Epis. Church

March 1 Board Meeting 10:00 AM
Western Hills Inn

SUN	MON	TUE	WED	THU	FRI	SAT
						1 Board Mtng
2	3	4 Amiga 7 PM	5	6	7	8 Arlngtn Ft. W Gnd Pr
9	10	11 Gnd Pr 6:30 PM	12	13	14	15 HEB
16	17 FW Nite 7 PM	18	19	20	21	22
23	24	25	26	27	28	

MCCC NEWS

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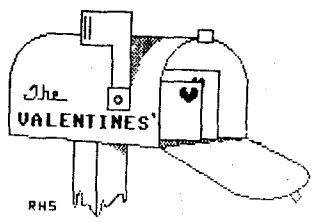

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